

# CONFLICT OF HEROES®

**Awakening the Bear**  
1941 - Operation Barbarossa



**SOLO  
RULES**

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## 'Solo Mission 1 - Search and Destroy' Setup and Layout

To assist you in learning the Solo System for Awakening the Bear, set up Solo Mission 1 listed in the Mission Book before you start reading the rules. In this first Mission, you will be commanding the **Soviets**. Lay out the game as described below. You will primarily be using the Map and Order Cards.



Map 2 is laid out and the units are set up as specified by the Mission.

Victory Points (VPs)		CONFlict OF HEROES				
German VPs		2	3	4	5	
		6	7	8	9	10
Command	0	1	2	3	Command	5
Action Points (CAPs)	8	9	10	11	12	6
Activated units may augment their unit's action AP cost with CAPs. All fresh or spent CAPs may be used toward activating units and paying for CAPs. A player's first destroyed unit is placed on the starting CAP number specified in the Solo Track Sheet. Each subsequent destroyed unit is placed on the next number down, and so on. The total number of CAPs a player receives each round is equal to the CAPs for each unit that player lost in the game.					12	7

Mark the starting German 1 VP and Soviet 4 CAPs  
on the Solo Track Sheet.

**Solo Mission 1 - Search and Destroy**

July 12, 1941: Soviet Partisans have been harassing German supply wagons. In an attempt to root out local combatants, a platoon of German trackers are searching a nearby abandoned Soviet village for the Partisans and weapons stockpiles. With the first knock on a door, gunfire erupts from the surrounding woods. The Partisans must eliminate the elite German patrol before they locate the Partisan's base of operations.

**Player Command:** Soviet Round 1 Initiative: Soviet Soviet CAP Allocation per Round: 4 Beginning Victory Points: 1 German Action Cards: All Action and Bonus cards 02-05. The Soviets receive 1 card in Round 1 and 1 card each Round thereafter. Order Cards: 15-55 Map Setup: Map 2. Place a German Control Marker on hex 2-107. Adjusting Difficulty: For an easier Mission, remove Order Card 55 from the Order Deck.

**German AI Forces: Tracker Platoon**  
Setup: Place the AI as specified below each counter & pictured on map.  
The Sdkfz 251 may only enter hex I07 to capture the Soviet Control Marker, if it is the only remaining German AI.

**Soviet Player Forces: Partisan Resistance**  
Setup: Place the AI as specified below each counter & pictured on map.

**COUNTERactions**  
If no Unit is hit:  
AI closest to a spent Unit  
Move towards

**Mission Orders**  
AI in open closest to a Unit  
Move towards cover  
Hit AI closest to a Unit  
Rally

**Mission Track**  
1 Start Mission  
2 Sniper Fire  
3 Auto-Rally  
4 Swift Action

**Victory Points**  
**Soviets:**  
1 VP: Immediately, for each eliminated German.  
1 VP: Immediately, for control of hex I07. Lose VP if control is lost.  
**Germans:**  
1 VP: Immediately, for each eliminated Soviet.

**Space 4:** If the Mission Track Marker ends on space 4, the hit AI closest to a Unit will take the Auto-Rally action. Once taken, it is the Player's turn. If no AI is hit, the AI continues to execute the Card Order.  
**Space 8:** The AI will attempt to execute an order on the current Order Card. After making any AP Spent Check, another Order Card is drawn and the AI will execute another order. Only then is it the Player's turn again.  
All other actions on the Mission Track are in addition to any normal order execution on the current Order Card.  
Note: The wording on this Mission Track is consistent throughout all of the rest of the Missions. 'As AI Action' replaces any order the AI would normally attempt to execute on the current Order Card. If a Mission Space does not begin with 'As AI Action', then any Mission Track action influences or is in addition to the normal Order Card execution progression.

**Replaying the Mission as the Germans**  
Players have the option to play this scenario as the Germans, letting the Soviets be controlled by the AI. During setup, the German Player receives 4 CAPs and receives 1 card at the beginning of each turn instead of the Soviet AI. Use Order cards 1-42. Also reverse who the Mission Track affects, except for space 6. Everything else in the mission remains the same, including the Germans beginning with 1VP.

Place the Mission Track Marker on Space 1 of the Mission Track.



Place the Infantry and Vehicle Hit Counters into separate draw piles (or cups).



Create an **Order Card Draw Deck** by sorting out Order Cards 15-55. Shuffle and place nearby for use during play.

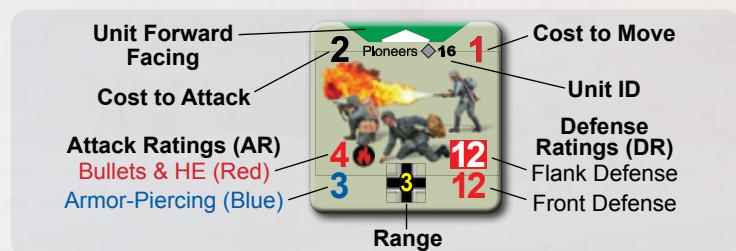
Create an **Action Card Draw Deck** by sorting out Action Cards 02-05. Shuffle and deal yourself one Action Card.

## Solo Game Overview

Welcome to the Solo System for Awakening the Bear (AtB). If you are new to the game series, please first read Section 1 in the standard AtB rulebook. Afterwards, read these Solo Rules, since they supplant many of the rules up to rule 4.0 on page 4 of the standard AtB rulebook.

The solo game pits you (**Player**) against the **Artificial Intelligence (AI)**. During a Mission (a solo Firefight), you alternate taking turns with the AI.

During your turn, you take one action with an individual Unit or group of Units, exactly like in Awakening the Bear. Different actions cost a different number of **Action Points (APs)**. Ex: For the Unit shown below, it costs 2APs to attack or 1AP to move.



After taking an action with a Unit (or group of Units), check to see if it is spent by making an **AP Spent Check**. Draw an Order Card and compare its **AP Spent Number** against the APs spent for the action the Unit just took. If the Unit spent APs equal to or greater than the AP Spent Number, the Unit is marked 'spent'. If the Unit spent less APs than the AP Spent Number, the Unit remains fresh and may take another AP Action on a future turn.

**Designer's Note:** Notice that the Solo Game does not track APs like in the standard game. In the Solo Game, your Units are either fresh or spent! You never know if the next AP Action you take will cause a Unit to be spent. But you do know that the odds of a Unit becoming spent increase with higher cost AP Actions.

Now it is the AI's turn. A new Order Card is drawn to determine the AI's action. Start at the top of the card and read down until an AI unit can execute one of the orders described. After an AI unit takes an action, it draws a new card to make an AP Spent Check. Now it is your turn...and play continues back and forth.

**Order Cards** drive the solo system. Each Order Card consists of four sections starting from the top:

- The Card Number, Card Symbol, and Mission Track advancement.
- AI Priority Orders.
- AI Tactical Orders.
- Unit 'Remain Fresh' Symbol, AP Spent Number, and Map Hex #.

Note: The Order Cards vary and may include different (or no) orders in each section.



Each Mission has its own **Mission Track**. A Mission Track contains events that are triggered if the Mission Track Marker advances to a space that lists an event. Certain Order Cards advance the Mission Track Marker 1 or 2 spaces. Thus, game events are different each time you play. The Mission ends immediately when the Mission Track Marker advances to or passes the last space of the Mission Track.

Mission Track			
1 Start Mission	2 Place RE	3 Place RE	4
5 Score Victory Hex G09	6 Reinforcements Add a Soviet Rifle into the Draw Cup and place an RE on hex G18	7 Place RE	8 Reinforcements Add a Soviet Rifle into the Draw Cup and place an RE on hex G18
9 Score Victory Hex G09	10 SS Trackers Place SS Trackers on hex A18	11 Supply Truck Enters along road. See Special Rules below.	12 Landmine An RE is placed on hex D12 and a Landmine is placed in the Draw Cup.
13 Supply Truck A Supply Truck enters along road. Score Victory Hex G09	14 Place RE	15 Place RE	16
17 Score Victory Hex G09	18 Vodka A Hit RE closest to Unit Auto-Rallies.	19	20 End of Mission Score Victory Hex G09

**Rumored Enemy (RE)** are placed on the map during the Mission as specified by a Mission Track Event or a Mission Order. RE follow orders like all other AI units. RE are revealed when they take actions like moving into open terrain or participating in combat.

## Artificial Intelligence

The Conflict of Heroes Solo Expansion introduces the **Athena AI™** which revolutionizes solo tactical play. Instead of programming individual AI units, the Athena AI utilizes a unique Emergent Behavior and Agent Based Logic. The Athena AI executes the best course of action based on the battlefield situation and available units, making short-term tactical decisions, while executing each

Mission's unique objectives.

Further, some Order Cards are designated as Defensive or Offensive behind their card numbers. These symbols indicate the AI's personality and aggression level. Athena AI's personality is customized for each Mission.

## Game Structure & Progression

### 1.0 Game Setup

The Missions provided in **Conflict of Heroes** Solo Expansion represent historical situations for you to battle through. Set up a game as follows:

1. Choose one of the Missions to play from the Solo Mission Book. Place the map and set up the Units as specified by the Mission.
2. Mark the starting VP level on the Solo Track Sheet as dictated by the Mission Setup.
3. Mark the starting Command Action Points (CAPs) on the Solo Track Sheet. Only the Player CAPs are tracked. AI CAP availability is dictated by the Order Cards.
4. Place the Mission Track Marker on the '1 Start Mission' space of the Mission Track.
5. Sort the Infantry and Vehicle Hit Counters into two draw piles, keeping the side with the effects face down. (You may put

them into separate draw cups or bags.) These counters will be randomly drawn throughout the game when your Units and the AI's units take hits.

6. Place AI units and 'No Enemy' counters specified by the Mission into a **Rumored Enemy Draw Pile** (or cup) for later use (6.2).
7. Create an Action Card Draw Deck by sorting out, shuffling, and then dealing yourself the number of Action Cards specified by the Mission.
8. Create an Order Card Draw Deck by sorting out and shuffling the Order Cards specified by the Mission.

### 1.1 Player and AI

You are designated as 'Player' and your artificial intelligence opponent is designated as 'AI'. From now on we refer to AI units as 'AI' and Player units as 'Units'.

## 2.0 Taking Turns

A round consists of a series of alternating Player and AI turns. During a turn, **one action is taken**. An action is defined as any single thing a Unit or AI does such as moving one hex (or several hexes with vehicles), attacking once, rallying, etc. After you have taken your one action, play advances to the AI's turn during which the AI takes one action. Then it becomes your turn again, and so on, back and forth.

### 2.1 Player Turn Summary

You **take one** of the following actions:

- 1. Unit (AP) Action (3.1):** Take an action with any **fresh** Unit by spending APs. Afterwards, that Unit makes an **AP Spent Check** (3.1.1).
- 2. Command (CAP) Action (3.2.2):** Take one action with any **fresh or spent** Unit by spending **only** Command Action Points (CAPs). **Do not** make an AP Spent Check. The Unit's spent or fresh status **does not change**.
- 3. Card Action (3.3):** Play an Action Card from your hand. This may cost you either APs or CAPs, depending on the card. Make an AP Spent Check if you used APs to pay for the card action.
- 4. Stall Action:** Take none of the above actions, but you must spend either 1AP with a fresh Unit or 1CAP. This keeps you from having to take a Pass Action.
- 5. Pass Action:** Take none of the above actions and spend no AP or CAP. You may take additional actions during future turns. But if you and the AI pass consecutively, the round is over.

After executing **one** of these actions and then making an AP Spent Check (if necessary), play advances to the AI turn.

### 2.2 AI Turn Summary

The AI turn begins by drawing an Order Card, which determines the AI's action for the turn.

### 2.3 Order Card

Each Order Card consists of four sections.

#### 1. Card ID and Mission Advance:

The Card ID includes the card number and card symbol. Some cards have a Defense Shield  or Offense Burst  symbol behind the card number that lets the Player know the aggression level of the orders. Some Green cards also include a Mission Track  advancement condition. (See cards 15 and 25 below).

#### 2. AI Priority Orders:

Close Range, Short Range and Counteractions.

#### 3. AI Tactical Orders:

Up to 4 Tactical orders

#### 4. AI & Player - AP Spent Number.

There are blue and green Order Cards.

A **Blue Card** designates a Command Order Card where the Priority and Tactical orders can be executed by **Fresh or Spent** AI.

After executing a Command Order, the Unit(s) that executed the order **do not make** an AP Spent Check.

Note: This represents the AI using CAPs or a Command Action Card to take an action.



A **Green Card** designates an Action Order Card where the Priority and Tactical orders can be executed only by **Fresh** AI.

After executing an Action Order, the AI(s) that executed the order **must make** an AP Spent Check.

Note: This represents the AI using APs to take an action.

Some Green Cards advance the Mission Track **before** the AI attempts to execute an order on the card. A Mission Track advance is listed on these cards in the top green ribbon, next to the Card ID.



### 2.3.1 Mission Track Advance

At the top of some Green Cards is a condition to advance the  Mission Track Marker by +1 or +2 spaces. This is only done when the card is drawn as an AI Order Card (not when drawn as an AP Spent Check Card). To advance the Mission Track, the number of AI plus the number of Units in play must be equal to or less than the specified number. Fresh / Spent Units and AI, Rumored Enemy counters (6.0), hidden Units, and Reinforcements arriving this round are included in the count.

Non-combat counters, such as Trucks and Wagons, are not counted.

Ex: For Card 15 shown above, if there are equal to or less than 10 AI and Units remaining in the game, the Mission Track advances 1 space. For Card 25 shown below left, the Mission Track automatically advances 1 space.

Once the Mission Track has or has not been advanced and any Mission Events are executed (7.2), the AI continues down the card in an attempt to execute a Priority or Tactical Order.

### 2.3.2 AI Executing an Order

The AI will attempt to execute a Priority Order, beginning with the  Close Combat order (4.1.2), then moving down to the  Short Range order, then moving down to any Counteractions Order. If the AI cannot execute a Priority Order, it then continues down to the Tactical Orders starting with the first and working down until one of these orders can be executed.

The **first** (top most) order that can be executed by any eligible AI is executed. Once an order has been executed, no other order further down the card is executed, even if AIs are eligible to execute them.

After executing **one** AI order (if possible) and making an AP Spent Check (if necessary), play advances to the Player's turn.

### 2.3.3 AI Passes

If no order listed on the Order Card can be executed, the **AI Passes** and play advances to the Player's turn.

### 2.4 End Round

A round ends when:

- Both sides pass consecutively.
- A Counteraction (7.0), Mission Order (7.1), or Mission Track Event specifically calls for the end of a round, no matter how many Units or AI from either side are spent.

At the end of a round, you lose any unused CAPs.

A new round begins with the following Pre-Round Sequence.

### 2.5 Pre-Round Sequence

Prior to a new round, the following steps must be taken in order:

**Flip Spent Units and AI (including RE)** to their fresh sides.

**Reshuffle Order Cards**, including discarded cards, into a new draw deck.

**Reduce or Remove Smoke Counters.** (13.0 AtB rules)

**Reset Player's CAPs** to the starting value minus casualties. (7.4 AtB)

**Draw Player's Action Card(s)** as specified by the Mission. (8.0 AtB)

**Target Off-Board Player Artillery** that will resolve next round.

(12.3 AtB)

**Resolve Off-Board Player Artillery** targeted last round. (12.3 AtB)

**Roll for Round Initiative.** (2.6)

## 2.6 Roll for Round Initiative

At the beginning of each round, roll 2D6 to determine who takes the first turn in the new round. **You win initiative on a roll  $\geq 8$ .** Before rolling, you may modify this roll with CAPs (3.2.3). Turns then alternate for the rest of the round.

## 2.7 Game End and Victory Conditions

A Mission ends **immediately** when the Mission Track Marker advances to or passes the last space on the Mission Track and any event listed on this last space has been resolved. A Mission may also end if either side no longer has combat effective (AR > 0) Units or AI remaining in the Mission. The side with the highest Victory Point total is declared the winner. If the Mission ends before the Mission Track is complete, all remaining Mission Track events with a yellow background are resolved before the Mission ends.

## 2.8 Victory Points (VPs)

VPs may be earned during the game by destroying opposing Units or AI, controlling Control Hexes, and achieving other objectives.

The VP Marker has a German advantage symbol on one side and a Soviet advantage symbol on the other side. Only one side has a VP advantage at any one time. This advantage changes when a side's VPs drops below 1. The score may never be '0' or tied.

**Ex:** The Soviets lead with 2 VPs and the VP Marker, Soviet side up, is on the '2' space of the VP Track. The Germans gain 2 VPs for taking control of an objective. The VP Marker is moved down to the '1' space for the first VP gain and is then flipped to the German side for the second VP gain. The Germans now lead with 1 VP.

Some Missions dictate how many VPs are awarded for destroying enemy Units or AI. If no VP award is listed for a Unit or AI, the Player or AI does not receive any VP for destroying it. When a Unit or AI is destroyed, its VP value is immediately awarded to the opposing Player/AI and is recorded on the yellow VPs track. If a Player or AI destroys his own Unit or AI (yes, it can happen), the opposing side gets the VPs associated with its destruction.

## 3.0 Player Turn Details

On your turn you must take **one** of the five types of actions - AP Action, CAP Action, Card Action, Pass, or Stall.

### 3.1 Player AP Action

Take one action with **any fresh** Unit by spending APs. APs are not tracked like in the standard game. Instead, after taking an AP Action, a Unit makes an AP Spent Check to determine if it becomes spent or remains fresh. If it remains fresh, you may take further AP Actions with this Unit or any other fresh Unit during future turns.

**Designer's Note:** You no longer activate a Unit and mark it as spent after spending 7 APs like in the standard game. Instead, you check to see if a Unit is spent after each action you take. This gives you greater freedom to jump from Unit to Unit each turn, but also adds the uncertainty of not knowing if a Unit will be spent by an action.

Also note that Opportunity Actions no longer exist, since the Player can take an AP Action with any fresh Unit during his turn.

#### 3.1.1 AP Spent Check (for Units and AIs)

After a Unit or AI has taken an action that requires it to spend APs, it must immediately make an **AP Spent Check** to determine if it becomes spent or remains fresh. Draw an Order Card and compare the **AP Spent Number** at the bottom of the card against the AP cost of the action the Unit or AI just took.

If the action's AP cost is less than the AP Spent Number, the Unit or AI remains fresh and may take further AP Actions in later turns.

If the action's AP cost is equal to or greater than the AP Spent Number, the Unit or AI is marked 'spent' by flipping it to its spent side.

**Ex:** It is the German Player's turn and he attacks a Soviet AI with the fresh German Rifle (shown to the right). The cost to attack is 3APs, as printed on the top left corner of the counter. After resolving this AP attack, the Player draws Order Card 35 which specifies ' $\geq 2$ APs'. The Rifle fails the AP Spent Check and is marked spent by flipping it to its spent side. Order Card 35 is discarded.



It is now the AI's turn and Order Card 21 is drawn to be used by the AI to execute an order. No AIs are in Close Combat with or in Short Range of any Units, so no Priority Order is executed.

Next, the first Tactical Order is not executed, because there are no Hit AIs.

Moving down to the second Tactical Order, an AI MMG is the highest AV AI that can execute this order and attacks a Unit for 3APs. It misses. Order Card 21 is discarded. The MMG now makes an AP Spent Check by drawing Order Card 25 which specifies ' $\geq 6$  APs'. This is higher than the 3APs the MMG spent to attack, so it remains fresh. Order Card 25 is discarded. The Player now takes his next turn and so on...

If APs were spent on a Group Action (9.1 AtB rules), the AI or Unit that spent the most APs must make an AP Spent Check. If it fails the check, all of the AIs or Units involved in the Group Action are marked spent.

**Note:** 'Attack' replaces the term 'Fire' used in older rule sets, and 'Attack Rating' (AR) replaces 'Firepower' (FP).

#### 3.1.2 Unit 'Remain Fresh' Symbol

Some Order Cards have a head silhouette with a check mark symbol in front of the AP Spent number. Units drawing this symbol when making an AP Spent Check **remain Fresh**, no matter what the Spent Number is. However, an AI that draws this symbol ignores it and resolves its Spent Check with the number on the card. **Ex:** Units drawing Card 01 (shown on page 3) for an AP Spent Check **always** remain fresh.

**Note:** Players wishing for a greater challenge can ignore the 'Remain Fresh' symbol and resolve the Spent Check as if the symbol was not there.

#### 3.1.3 Discarding Order Cards

After an Order Card has been used for either a Spent Check or to determine the AI action, the card is discarded before any new Order Card is drawn. If at any time during a round there are no Order Cards remaining in the draw pile, reshuffle all discarded Order Cards into a new draw pile.

## 3.2 Player Command Action Points (CAPs)

Your available command resources are represented by the CAPs marker on the blue Player Command (CAPs) Track on the Solo Track Sheet. Each Solo Mission specifies the Player's starting number of CAPs. Player CAP usage and tracking in the Solo Game is the same as in the standard game. CAPs left over at the end of a round are **not** carried over into the next round.

CAPs may be spent to:

- Supplement a Unit's AP Action (3.2.1).
- Execute a CAP Action (3.2.2).
- Modify any dice roll (3.2.3).

**Note:** The AI does not have an available pool of CAPs that are tracked. Instead, some cards are blue Command Order Cards (4.3), while other cards allocate CAPs (4.3.1) as part of an executable order.



### 3.2.1 Player Supplements an AP Action with CAPs

You may spend CAPs to lower a Unit's AP Action cost on a one-for-one basis **before** taking the action. **This lowered AP Action cost is used to make a Unit AP Spent Check.**

Ex: It is your turn. You want to attack with a **fresh** Rifle Unit for a cost of 3APs. You are worried that the Rifle Unit could fail the AP Spent Check since you have further plans for this Unit. To decrease the risk, you spend 1CAP to lower the 3AP attack cost to 2APs. The Rifle makes an AP Spent Check, drawing an Order Card which specifies ' $\geq$  3APs'. Your decision to spend 1CAP was a good one - the Rifle is not spent!

### 3.2.2 Player Command (CAP) Action

A CAP Action is completely paid for with CAPs. A CAP Action can be taken by a **fresh or spent** Unit. Do not make an AP Spent Check.

Ex: Continuing the previous example, you could have attacked with the Rifle by spending 3CAPs. The Rifle would not need to make an AP Spent Check.

### 3.2.3 Player Dice Roll Modification with CAPs

You may spend up to 2CAPs to **negatively or positively** modify any of your dice rolls on a one-for-one basis. You must decide all CAP dice roll modifications before rolling. However, the Player may never modify an AI dice roll.

**CAPs spent to modify a dice roll are valid for only that one dice roll.**

Ex: You need to roll  $\geq 9$  to hit an AI. Before rolling, you decide that you will spend 2CAPs to positively modify your die roll. You now only need to roll  $\geq 7$  to hit ( $7 + 2\text{CAPs} = 9$ ).

### 3.2.4 New Round Initiative Dice Roll

You may spend up to 2CAPs to modify your Round Initiative Dice Roll (2.6).

## 3.3 Player Card Action

A Mission will state if you receive Action Cards during the game. You may play an Action Card held in your hand as an action. Some Action Cards specify 'Cost: 0 AP/CAP' and are played for free. Cards with a cost must be paid for with APs and/or CAPs as stated on the card.



Ex: You play the 'Follow Me!' Action Card 03 as an action. If you play the card on a **fresh** hit Unit by paying 2APs, you must then make an AP Spent Check against the Action Card's 2AP cost. If you play the card on a **fresh or spent** hit Unit by paying for the card with 2CAPs instead of APs, you need not make an AP Spent Check.

Ex: You play the 'Frontline Officer'

Action Card 08. You must choose any one of your fresh Units that will be responsible for the 2AP Action Card cost. After resolving the card, you must make an AP Spent Check. If you fail the AP Spent Check, the responsible Unit is marked spent.



## 4.0 AI Turn Details

The AI takes a turn in the following order:

1. Draw an Order Card. The AI attempts to execute **one** order listed on this Order Card. If no order can be executed, the AI passes and play advances to the Player's turn.
2. After executing an order, the AI makes an AP Spent Check (3.1.1), if needed, by drawing a new Order Card. Then play advances to the Player's turn.

### 4.1 AI Order Cards

Order Cards determine all AI actions. During an AI turn, the AI will attempt to execute one and only one order listed on the drawn Order Card starting with the first Priority Order listed in the first section, then continuing down through the rest of the Priority and Tactical Orders. Only execute the first executable order. Once an order is executed, other orders further down the card are ignored.

**Card Orders refer to AI units as 'AI' and Player units as 'Units'**

#### 4.1.1 Eligible AIs

- Fresh AI that can execute a listed order.
- Fresh or spent AI that can execute a listed Command Order (4.3).

#### 4.1.2 AI Priority Orders

There are three order types found in the Priority Orders section: **Close Combat**, **Short Range**, and **Counteractions**. Not all cards will have a Counteractions Order.

Close Combat orders take precedence over Short Range orders and Short Range orders take precedence over Counteractions.

① **Close Combat (CC):** The CC order is listed next to the red hex icon. An eligible AI (5.1) that is in the same hex with a Unit will execute this order. If more than one AI is eligible, follow the Eligibility Priority guidelines (5.1) to determine which AI will attempt to complete the order. Some orders include several actions. Any AI in Close Combat will first attempt to execute the first action. If no AI can execute it, the AI attempts to execute the second action to the right with any eligible AI. If it cannot execute any of the actions, the AI advances to the next order.

Ex: On Card 01, an AI in CC will attack. If it has a Hit Marker that disallows it to attack, it will Auto Rally (even though it is in CC).

#### CC Order Descriptions:

• **Attack** - The AI will attack. However, if the AI is a MG, Mortar, or any other AI with a CC penalty, it must first attempt to Disengage instead of attacking.

• **Auto-Rally** - The hit AI will Auto-Rally at no AP cost, since this order is always on a Command Card.

**Note:** This simulates the AI playing the **Follow Me!** Action Card 03.

• **Rally** - This Rally attempt costs the AI 5APs if the order is not on a Command Card.

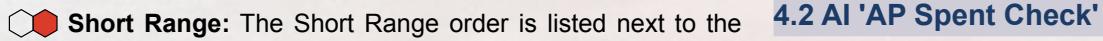
• **Disengage** - The AI will take a Low Risk move (5.3.1) out of the Close Combat hex. This could include moving into the Unit's flank or towards cover. The first priority is trying to decrease the AI's risk, then moving towards a Mission Objective.

Ex: A Low Risk move could include moving into the Unit's flank or any other hex susceptible to the lowest chance of attack and highest AI defense.

**If no eligible AI is in Close Combat, advance to the Short Range Order.**

**Note:** AI will not attack into a CC hex, since they may hit their own forces (5.1).



 **Short Range:** The Short Range order is listed next to the white hex / red hex icon. An eligible AI, that occupies a hex adjacent to a Unit, will execute this order.

#### Short Range Order Descriptions:

- **Attack** - The AI will attack.
- **Group Attack** - The AI, and any AI adjacent to it, will Group Attack (9.1.2 AtB).
- **Pivot** - If the AI cannot attack and is flanked, it will pivot towards an adjacent Unit, covering as many Units in its Fire Zone as possible.
- **Rally** - The Hit AI will Rally for 5APs, if not part of a Command Order. Note: AI with Hit Markers that cannot be Rallied ignore this order.
- **Disengage** - The AI will Low Risk move (5.3.1). This could include moving into the enemy's flank or towards cover. The first priority is trying to decrease the AI's risk, then moving towards a Mission Objective. Ex: The AI next to a Unit could move into that Unit's flank while remaining in Short Range!
- **Move into CC** - The AI will move onto the adjacent Unit and into Close Combat.
- **Pivot and/or Attack** - The AI will attack. If the AI cannot attack because it is flanked, the AI will pivot towards the adjacent Unit and then attack, all in the same turn. Note: This simulates the AI playing Swift Action Card 10.

If no eligible AI is in Short Range of a Unit, advance to Execute Counteractions if it is listed in the Priority Orders section.

**Execute Counteractions:** Not all Order Cards will direct the AI to execute Counteractions (7.0). Each Mission description specifies its potential Counteractions. A Mission may include several Counteractions, but only the first executable Counteraction is taken.

**AI Passes:** Instead of "Execute Counteractions" some cards check to see if the AI passes. Compare the number of Fresh AI to the number of Fresh Units, including Reinforcements arriving this round. If there are fewer Fresh AI than Fresh Units, the AI passes.

Note: Fresh AI include Rumored Enemy (6.0).

If the AI does not Pass or no eligible AI can execute a Counteraction, advance to Tactical Orders.

#### 4.1.3 AI Tactical Orders

If a Priority Order has not been executed, execute the first Tactical Order (top to bottom) that can be executed by an eligible AI. The first Tactical Order takes precedence over any second order, which takes precedence over any third order, which takes precedence over any listed Mission Order.

**Execute Mission Orders:** Some, but not all, Order Cards will direct the AI to execute a Mission Order (7.1). Each Mission describes what its specific Mission Orders are. A Mission may include several Mission Orders, but only the first executable Mission Order is taken.

If no eligible AI could execute any Priority or Tactical Order, the AI passes and the Player's turn begins.

#### 4.1.4 Mission Objective (MO)

Many AI orders reference a Mission Objective, directing AI attacks and movement in relation to the Mission Objective. By default, **Player Control Markers** are considered Mission Objectives.

Note: A Player Control Marker is one that the Player controls, with his symbol (Soviet or German) face up.

A Control Marker is not considered a Mission Objective if it is controlled by the AI!

Some Missions also specify additional Mission Objectives, such as board edges, map hexes (hill lines), etc.

#### 4.2 AI 'AP Spent Check'

After an AI has taken an action that requires it to spend APs, it must immediately make an **AP Spent Check** to determine if it becomes spent or remains fresh (3.1.1).

#### 4.3 AI Command Orders

Some Order Cards have a blue background and are marked as 'Command Order' in the top ribbon. This designates that all Priority and Tactical orders on this card can be taken by a **fresh or spent** AI.

AI that execute Command Orders do not make AP Spent Checks.

Note: Command Orders simulate the AI playing Command Action Card 02 or paying for an action with CAPs.

#### 4.3.1 AI Dice Roll Modification with CAPs

Some AI orders are followed by a CAP die roll modifier number of one (+1CAP) or two (+2CAPs), which the AI adds to its attack roll against Units. If there are multiple Units in a target hex, the CAPs modifier is added only to the first attack roll. Since the AI does not have a CAP track, there is no need to record the use of CAPs.

Ex: The AI executes the second Tactical Order on Order Card 01. It attacks your previously hit Unit with the farthest eligible AI. This AI normally needs to roll an 8 to hit, but now modifies its die roll by two (+2CAPs) and only needs to roll a 6 to hit.

#### 5.0 AI Executing a Tactical Order

Each Tactical Order specifies which AI are eligible to execute the Order and which Units or Mission Objectives are eligible Targets. Eligibility requirements appear in **bold** directly before the words 'AI' or 'Units'.

##### Eligibility Requirement Descriptions:

- **In Cover** - An AI or Unit in any hex with a Defense Modifier (DM). Ex: Woods, buildings, smoke, wall, etc.
- **In 0 DM hex** - An AI or Unit that has no DM added to its Defense Value (DV). Ex: In an open terrain hex with no cover.
- **Lowest DV** - The AI or Unit whose DV is the lowest. DV = Defense Rating + DMs (7.3 AtB). If the Lowest DV AI or Unit is not eligible, the next Lowest DV AI or Unit may be eligible.
- **Highest AR** - The AI or Unit that has the highest red or blue AR against any potential, eligible target. If the Highest red or blue AR AI or Unit is not eligible, the next Highest red or blue AR AI or Unit may be eligible, etc.
- **In Fire Zone** - a hex within LOS, Arc of Fire, and normal range of a unit with an AR  $\geq 0$ .
- **Fresh** - An AI or Unit that is **not** Spent and may take AP actions.
- **Hit** - An AI or Unit with a Hit Marker.
- **Unhit** - An AI or Unit with **no** Hit Marker.
- **Just Acted** - A Unit that just took an action on the Player's last turn. If the Player passed, there is no Unit that 'just Acted'.
- **Largest Group** - The largest (contiguously adjacent) group of AI. The largest group could potentially include only one AI.
- **In LOS** - An AI or Unit which has a Line of Sight to another Unit or AI.
- **Mobile** - Foot and vehicle AI with an unmodified movement cost of no more than 1AP.
- **Mortar or Inf Gun** - An order that may only be executed by a Mortar or Infantry Gun.
- **RE** - An order that may only be executed by a Rumored Enemy (RE).
- **Spent** - An AI or Unit that is Spent and **cannot** take AP actions.
- **Target** - A Unit or Mission Objective. Ex: A Mission may define a Mission Objective as a specific Control Marker, Map edge, hex, or group of hexes on the map.

## 5.01 Reading Tactical Card Orders

Each Tactical Order specifies which AI will execute against which Target. Each Order will define the **Target** as one of the player's **Units** or a **Mission Objective**.

Orders are read from left to right, so **choosing the AI takes precedence over choosing the Target**.

**Spent AI** can not execute an Order and **are ignored**, unless the Order is a Command Order.

**Order Example:** **Unhit AI closest to a Hit Unit**  
► **Attack**

1. An Order first specifies the requirement an AI must meet to be eligible to execute the Order.

Ex: All 'Unhit AI' are eligible.

2. The Order also specifies the requirement a Unit or Mission Objective must meet to be an eligible Target.

Ex: All 'Hit Units' are eligible Targets.

3. At the end of each Order is an Action (► **bold red**) which the eligible AI **must** take. Ex: '► **Attack**' is the action.

4. You now identify all eligible AI which **can** execute the Action against eligible Targets. **Those AI that cannot execute the Action are ignored**.

Ex: Not all Unhit AI will have LOS to attack Hit Units.

5. Connecting the identified eligible AIs and eligible Targets is a distance condition that specifies either **closest to** or **farthest from**.

Of the identified eligible AI that can execute the order, the one closest to or farthest from an eligible Target will execute the order.

• **Closest to** - the AI which is **closest to its closest Target**.

• **Farthest from** - The AI which is **farthest from its closest Target**.

6. If there are multiple eligible AI or Targets equally distant from each other, resolve any ties as described in 5.1 and 5.2.

7. If there are no eligible AI that can execute the Order against eligible Targets, the order is ignored and the AI attempts to execute the next Order on the card.

Ex: The first Tactical Order on Card 01 specifies that the 'Hit AI closest to a Unit will Auto Rally'. First you will identify all Hit AI on the map. The Hit AI closest to any Unit will execute this order and Auto Rally. All other Hit AI are ignored. Card 01 is a Command Order Card, so even **Spent Hit AI** are eligible to execute this Auto Rally order.

If there are no Hit AI on the map, the AI would ignore this order and attempt to execute the second Tactical Order.

Note: Many more Order examples are provided on pages 11-14.



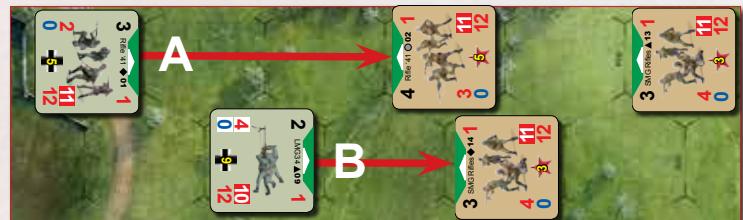
Ex: 'Highest AR AI closest to the lowest DV Unit ►Attack'

German AI LMG 09 has the highest AR and can only see Soviet Rifle 02, which occupies a building and has a 13DV.

German AI Rifle 01 can see Soviet SMG 14, which occupies open terrain and has only a 12DV.

**Choosing the AI takes precedence over choosing the Target**, so the German AI LMG 09, with the higher AR, attacks the only Unit in its Fire Zone - the Soviet Rifle 02 in the building with the higher DV.

Note: **Attacking with the higher Attack Rating AI** LMG takes precedence over attacking the lowest Defense Value SMG Target.



**Example A above: 'AI farthest from Fresh Unit ►Attack'**

German AI Rifle 01 is 3 hexes from Soviet Rifle 02 and 5 hexes from Soviet SMG 13. German AI LMG 09 is 2 hexes from Fresh Soviet SMG 14 and 4 hexes from Soviet SMG 13.

German AI Rifle 01 is **farthest from its closest** Unit and attacks the Soviet Rifle 02. (A shown above)

Designer's Note: An AI will always execute an Order against the **closest eligible target**. When an Order calls for an AI 'farthest from a target to attack', an AI with several Units in its Fire Zone will not attack the farthest one of these. Instead, the AI will attack the Unit closest to it, if that Unit is farther from it than any other AI's closest Unit.

In the last example, neither German AI targets Soviet SMG 13, since it is not the closest Unit to either German AI.

**Example B above:**

**'Highest AR AI farthest from highest AR Unit ►Attack'**

The highest AR German AI is the LMG 34 and the highest AR Soviet Unit is the SMG Rifles 14 two hexes away. The AI LMG will attack the Soviet SMG Rifles 14. (B shown above.)

## 5.1 AI Attack Eligibility

The following criteria limit an AI's eligibility to execute a card **Attack Order**:

- an AI will **not attack long range** (7.7.1 **AtB**), unless specified to do so by the order.
- an AI will **never attack** a Target if it needs a modified 2D6 result of **11 or higher** to hit.
- an AI will **never attack into a CC hex**.
- an AI with CC penalties (7.7.3 **AtB**, such as MGs and Mortars) will not move into CC and will attempt to disengage if in CC.

### 5.1.1 Eligible AI Attack Hierarchy

If more than one eligible AI is equally distant to a Target, then execute an attack order with:

- an **Unhit AI**, before a hit AI. If multiple eligible AIs are unhit (or hit), then
- the AI with the **highest AR** (include any height bonus modifiers, hit counters, etc). Because Rumored Enemy (RE) have no AR of their own (6.1), eligible AI have hierarchy over eligible RE, then
- the **lowest Cost to Attack**, then
- the AI in the highest DM hex will attack, then
- randomly determine an AI, by assigning each AI a number and rolling 1D6.

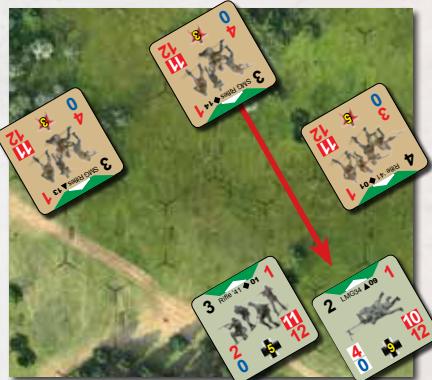
Note: Turreted Vehicles are eligible to attack outside of their Arc of Fire for an additional 2APs (15.4 **AtB**).

### 5.1.2 Target Hierarchy for AI Attacks

If the eligible AI can execute an Attack Order against multiple Units that are equally distant away, then execute the order against:

- the Unit that is **easiest** to hit (with the lowest total DV), then
- the **hit Unit**, then
- the **fresh Unit**, then
- the Unit with the **highest AR**, then
- the Unit with the **lowest cost to attack**, then
- the Unit with the **lowest cost to move**, then
- randomly determine a Unit, by assigning each Unit a number and rolling 1D6.

If multiple AI are eligible to execute against multiple Targets, first determine the eligible AI and then the Target.



Ex: It is the Soviet AI's turn and Order Card 37 is drawn. First you must determine if the Mission Track advances. It does not, since there are more than a total of 4 AI and Units in play.

Next, there are no AI in Close Combat or Short Range. The AI has no Counteractions that are triggered, so all Priority Orders are ignored. Now the AI will attempt to execute a Tactical Order.

For the first Tactical Order, the Soviet AI has three squads eligible to attack the Germans, two SMGs and one Rifle. One of them will execute this order. Even though the AI Rifle 01 is closest to the Germans, it will not attack, since the order calls for the **'Highest AR AI closest to a Fresh Unit to attack'**. The two AI SMG squads 13 and 14 have the highest AR and each are equally distant from a German Unit. It must be decided which SMG has hierarchy (5.1.1) to attack. Both are unhit, have the same AR and cost to attack, and are in equal DM hex. Therefore, you must randomly determine which will attack by assigning each SMG a number (ex: odd or even) and rolling 1D6. You determine that AI SMG 14 will attack.

However, both German Units are equally distant to SMG 14, so it must decide which German has Target Hierarchy (5.1.2). Both Germans are in the open, are unhit, and fresh, but the LMG34 has the higher AR and so becomes the target.

The Soviet AI SMG 14 attacks German Player LMG34 09. The SMG misses and must then pull a new card with which to make an AP Spent Check.

## 5.2 AI Movement

**Towards** - AI movement that does **not increase** the number of hexes to the Target. If an AI cannot move in a way that decreases the number of hexes to a target, it may instead move into a target's flank, move into cover, or **pivot**, providing that it does not increase the number of hexes to the target.

**Fire Zone (FZ)** - Any hex that is in a Unit's LOS (**6.0 AtB**), is within its Arc of Fire (**6.1 AtB**), and is within its Normal Range (not Long Range) is in the Unit's Fire Zone. So an AI in a Unit's Fire Zone can be attacked by that Unit. An AI may be in a Unit's LOS, but outside of its Fire Zone.

### 5.2.1 Eligible AI Move Hierarchy

If more than one eligible AI is equally distant to a Target, then execute a move order with:

- an **Unhit AI**, before a hit AI, then
- the AI with the **lowest cost to move**, then
- randomly determine an AI, by assigning each AI a number and rolling 1D6.

### 5.2.2 Target Hierarchy for AI Moves

Movement Orders will direct the AI towards Units or Mission Objectives. If both a Unit and a Mission Objective are eligible to be moved towards, the AI will move towards the target listed first in the card's order.

If the eligible AI can execute a Move order against multiple Units that are equally distant away, then execute the order against:

- the spent Unit, then
- the hit Unit, then
- the Unit closest to a Mission Objective, then
- randomly determine a Unit, by assigning each a number and rolling 1D6.

## 5.3 AI Hex Movement Hierarchy:

Sometimes an AI can execute a Movement Order by moving into more than one hex. If this is the case:

- the AI will move to a hex that is a **fewer number of hexes away** from the Target, then
- the AI will move **out of a Fire Zone**, then
- the AI will move into the **highest Defense Modifier (DM) hex**, then
- the AI will move **towards an enemy's flank**, then
- randomly determine which of the hexes the AI will move into by assigning each hex a number and rolling 1d6.

Note: Group moving AI make an AP Spent Check for the costliest Unit that moved in the group (9.1.1 AtB).

### 5.3.1 AI Low Risk Move

Certain AI orders will order an AI to take a **Low Risk move**. The Low Risk move restrictions listed below are in addition to the AI Hex Movement Hierarchy listed directly above (5.3).

For **Low Risk moves**, the AI:

- will not move into Close Combat
- will not move into an opponent's Short Range Fire Zone

If the AI **IS NOT** in a Fire Zone, the AI:

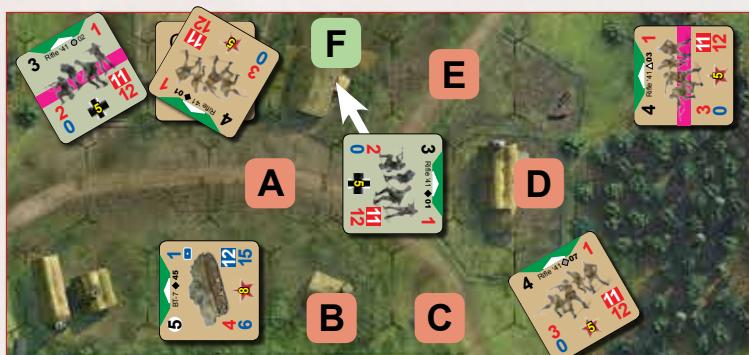
- will move into another non-Fire Zone hex, then
- will move into a Fire Zone hex that has a DM

If the AI **IS** in a Fire Zone, the AI:

- will move into a non-Fire Zone hex, then
- will move into a Fire Zone hex that has the same or higher DM as the AI's starting hex DM, then
- will move towards the Target's flank if the AI cannot move closer, then
- will pivot towards a flanking Unit if the AI cannot move.

Ex: The following order has been given to the German AI in all of the following five examples:

AI **closest** to a Unit **> Low Risk Move towards**



Ex 1 above: Only the **Fresh** German AI Rifle can execute this order. The Rifle is closest to three Soviet Units: two Rifles and the Tank.

The German AI Rifle cannot move into **hexes A or B** because they are in the Tank's Short Range Fire Zone (Tanks have a 360° AoF).

The German AI Rifle cannot move into **hexes C or D** because these are in the Soviet Rifle's Short Range Fire Zone.

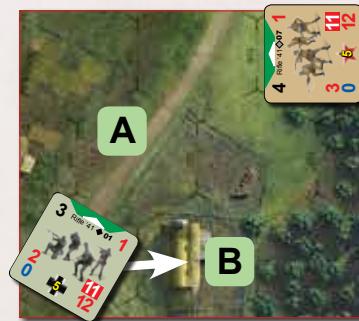
The German AI Rifle cannot move into **hex E**, because it does not decrease or maintain distance to one of the 'closest' Units.

The German AI Rifle can move into **hex F**, because it is in the Soviet's flank and out of its Fire Zone. This move would cost the AI 3APs. 1AP for moving + 1AP for moving into a Wooden Building + 1AP for moving backwards.

Ex 2: The German AI Rifle in an In-Fire Zone 0 DM hex.

The German Rifle could Low Risk move into the in-Fire Zone 0DM Open hex A, because it began in an in-Fire Zone 0DM Open hex.

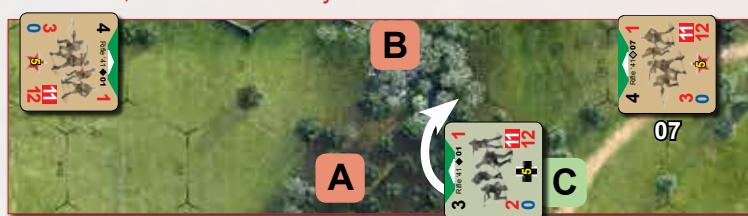
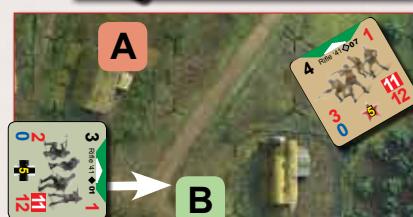
But the German AI Rifle will instead move into the in-Fire Zone +1DM Wood Building hex B.



Ex 3: The German AI, starting from a non-Fire Zone Open hex, could Low Risk move into in-Fire Zone hex A, since the Wooden Building gives it a +1 DM.

Instead, Movement Rules (5.3) dictate that the German AI move into hex B, which is also a 0 DM Open hex, but is outside of the Soviet Rifle's Fire Zone.

Ex 4: Below, the German AI in heavy woods is flanked by Soviet Rifle 07, which is closest to it. The German AI Rifle cannot move into hex A, since this is away from the closest Soviet 07 Unit.



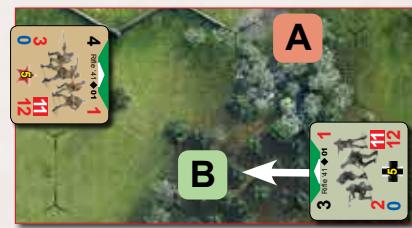
- The German AI Rifle may not move to hex into hex B, since the in-Fire Zone light woods hex (+1 DM) has lighter cover than the in-Fire Zone heavy woods hex (+2 DM) it currently occupies.

- The German AI Rifle Low Risk moves by pivoting in hex C to face the Soviet Rifle for 1AP.

Ex 5: The German AI is not in a Fire Zone. It may low-risk move into an in-Fire Zone hex with a DM.

- The German AI Rifle could move to hex A, since it is an in-Fire Zone +1 DM Light Woods hex.

- Instead, the German AI Rifle moves into the In-Fire Zone +2 DM Heavy Woods hex B, since it has the higher DM.



When moving or pivoting, an AI should always end up facing a hexside that includes in its Arc of Fire:

- the enemy Unit closest to it, then
- its Mission Objective, then
- the most enemy Units in its LOS.

**Do NOT to use the standard game's Optional Rule - Foot Unit Cautious Movement (5.0.3 AtB) for solo play, since cautious moves are never specified in any AI order.**

## 5.4 Multiple Hex Moves

AI vehicles eligible to take bonus moves determine the movement risk based on the last hex they move into.

Ex: An AI tank with a bonus move occupies a non-Fire Zone hex. It first moves into an 'in-Fire Zone' 0 DM hex and then into a 'non-Fire Zone' hex. This is considered a Low Risk move, based on the final hex moved into.

AI vehicles with bonus moves will attempt to flank a Player's Units before entering into Close Combat.

AI vehicles **will not move into a hex that prevents bonus movement and costs more than 1AP, unless** the Vehicle is executing a Low Risk Move or executing a Command Order Card (since they do not require AP).

Ex: Tanks will move up hills and into smoke, but not into woods or buildings, unless with a Low Risk move or Command Order.

A Tank will not move into a Stone Building hex, any other hex that could potentially immobilize it, or a Mined hex, unless ordered to do so in the Mission.

## 5.5 Stacking

Als never stack with other Als, unless being transported or ordered to do so in the Mission. If an Al's move would stack it with another Al, it must move into a different hex or, if this is not possible or against orders, not move at all and another eligible Al moves instead.

## 6.0 Placing Rumored Enemy (RE)

When a Rumored Enemy (RE) is called for by a Mission Event (7.2), an RE counter is placed on the map. The map placement location is listed on the Mission Track space or in the Mission Special Rules.



**6.01 Hex Number:** Hex Numbers on the bottom right corner of Order Cards are sometimes used by Mission Special Rules to determine RE placements or artillery targeting.

Ex: Draw Order Cards until a ♦ symbol is drawn. Place an RE on the hex designated in the bottom right corner of this card.

## 6.1 Rumored Enemy (RE) Actions

RE are treated like other Als. RE have no facing, but act, move and execute orders just like other Al. All RE have a red foot movement cost of 1 and a attack range of 5. Note: RE are considered to have the lowest AR when choosing an Al to take an action (5.1).

## 6.2 Revealing Rumored Enemy

An RE is revealed if:

- It occupies or moves into a 0 DM hex in any Unit's LOS.
- It is adjacent to a Unit.
- It attacks a Unit (6.2.1).
- A Unit attacks the RE and rolls a modified 2D6 roll  $\geq 9$  (6.2.2). If revealed, the Unit then uses this same die roll to execute its attack.

When an RE is revealed, pull a counter from the **Rumored Enemy Cup** (1.0), which usually contains a mix of Al and 'No Enemy' counters.

If an Al counter is drawn, it replaces the RE counter on the map at no AP cost. If the RE was Fresh, the new Al is placed as a fresh Al facing the closest enemy Unit and should include in its Arc of Fire as many enemy Units as possible. If the RE was Spent, the new Al is placed on its Spent side.

If a **No Enemy** counter is drawn, the RE counter is removed from the map and the No Enemy counter is discarded from the game. It was a false rumor and no enemy was present in the hex.

### 6.2.1 Rumored Enemy Ordered to Attack Unit

If an Order Card orders the AI to attack and an RE is most eligible to attack, then the RE is revealed. A counter is drawn from the Rumored Enemy Cup.

- If a 'No Enemy' counter is drawn, the Rumored Enemy alarm was false. The RE counter is removed from the map, the drawn No Enemy counter is discarded from the game, and the AI passes.
- If an AI counter is drawn, it is placed and attempts to complete the attack order. If the Target is at long range from the newly placed Al, and the card does not specifically order a long range attack, then the AI does not attack and passes.

### 6.2.2 Player attacks Rumored Enemy

You may attack an RE in an attempt to reveal it. You attack as normal and may commit CAPs before the roll. If you score a modified 2D6 roll  $\geq 9$ , the RE is revealed.

- If a 'No Enemy' counter is drawn, the attack is unsuccessful and your attacking Unit still makes an AP Spent Check if necessary. The RE counter is removed from the map and the No Enemy counter is discarded from the game.



- If an AI is drawn, it is placed with as many Units as possible in its Fire Zone. The Player's attack is then executed using the same die roll result that revealed the RE.

## 7.0 Counteractions

Each Mission lists unique Counteractions, which order the AI to execute specific actions, just like Tactical Orders. The AI will attempt to execute the Counteraction each time an Order Card is drawn that lists 'Execute Counteractions' as part of the Priority Orders (4.1.2) and no other Priority Order was executed.

If a Counteractions Order is executed, the AI(s) that took the action may have to make an AP Spent Check.

If no eligible AI can execute a Counteraction, advance to Tactical Orders.

## 7.1 Mission Order

Each Mission lists unique Mission Orders. The AI will attempt to execute the Mission Orders each time an Order Card is drawn that lists 'Execute Mission Orders' as the last Tactical Order (4.1.3) and no other Priority or Tactical Order could be executed.

If multiple AIs execute the Mission Orders, all are affected by a single AP Spent Check.

## 7.2 Mission Track and Mission Events

A Mission Track is included for each Mission in the Mission Book and contains a series of events unique to each Mission. The Mission Track Marker begins a Mission on Mission Track space 1.

At the top of some green Order Cards are the requirements that must be met to advance the Mission Track Marker one or two spaces (2.3.1).

When the Mission Track Marker advances to a space, any listed Mission Event on that space is immediately executed. If the Mission Track moves 2 spaces, the first space's Mission Event is also executed if it is on a Yellow Background. If not on a yellow background, only the Mission Event on the final space the Mission Track Marker advances to is executed.



Ex: A section of the Solo Mission 4 - Partisans 'Mission Track' is shown. The Mission Track Marker is on space 9. It is the AI's turn and it draws an Order Card which lists the Mission Track advancement in its top ribbon. The AI and Unit counts are met (2.3.1) and the Track Marker advances 2 spaces. The first space (10) has a Mission Event on a yellow background, so is executed by placing the SS Trackers on hex A18. Then the Mission Track is moved to the second space (11) and a German Supply Truck enters.

Ex: For this example, the Mission Track Marker starts on space 10 and advances two spaces. The Mission Track Marker advances to the first space (11) without executing it because the event is not in a yellow box. The Mission Track Marker is then advanced to the second space (12) and the Mission Event is executed by placing an RE on hex D12 and a Landmine is placed into the Draw Pile.

Mission Events are resolved as **Command Orders**. After the Mission Track Marker has been advanced and any Mission Events have been executed, the AI continues down the card to execute a Priority or Tactical Order.

However, as soon as the Mission Track Marker advances to or passes the last space of the Mission Track, the game is immediately over after the last Mission Track Event is resolved. No more actions are taken, the mission ends, and the victor is determined.

## 7.3 Destroyed Units and CAP Track Adjustments

Units are destroyed like in the standard game.

Destroyed Units are removed from the game and are placed on the Player's CAPs track (7.4 AtB).

### 7.3.1 Destroyed AI and CAP Card Removal

Destroyed AI are removed from the game.

After an AI is destroyed, draw and discard Order Cards from the Draw Deck until a blue Command Order Card is drawn. This Command Order Card is removed from the game. **If there is only one Command Order Card left in the deck, do not remove it.** After removal of the Command Card is resolved, add all discarded cards and re-shuffle the Draw Deck.

**Designer's Note:** Removing Command Order Cards simulates the AI's breakdown of command, similar to how the Player is weakened by losing CAPs from his CAP track.

## 7.4 AI Hits

When an AI takes a hit, randomly draw and place a Hit Counter under the AI without looking at the Hit Counter. The Hit Counter is only revealed when this Unit tries to execute an order or is attacked. [\(Beginners may draw and place AI Hit Counters face up.\)](#)

Ex: You attack a hit AI. You first commit any CAPs that you wish to use to modify your attack die roll and only then reveal the AI's Hit Counter to see if it affects its Defense Value. (At this point it may turn out that the Hit Counter was a KIA and your shot was wasted because the Unit was already destroyed. You still lose any committed CAPs and have to make an AP Spent Check!)

Ex: A hit AI is ordered to move towards the closest Unit. You now reveal the AI's Hit Counter, which is 'Pinned'. The AI may not move and another AI will attempt to move.

Once a Hit Counter is revealed, it remains revealed.

## 7.5 Hidden Units

A Player's Units may be hidden per the Hidden Units rules (10.0 AtB). For convenience, mark hidden Units with a coin. AI act as if hidden Units are not there until the Unit is revealed per the Hidden Units rules.

## 8.0 Campaigns

Some missions are organized into campaigns. Campaign Missions often effect each other and require the Player to record a Mission's outcomes. Each campaign has a **Campaign Record Sheet** for easy record keeping. Campaign Missions also offer optional setup conditions that allow you to play them as a stand alone mission outside of the campaign.

## 9.0 Cattle & Refugees

Some missions call for the use of Cattle and Refugee counters. These counters are not controlled by the Player or the AI, but by special rules listed in the Mission. Cattle and Refugees **block LOS, deduct 1 DM** for both Units and AI occupying their hex, have a **red 10 Defense Rating**, and are removed after only **one hit**.

Germans and Soviets may not purposely attack into or out of Refugee hexes, but may conduct CC against each other.



## 42.0 Common Sense Answer

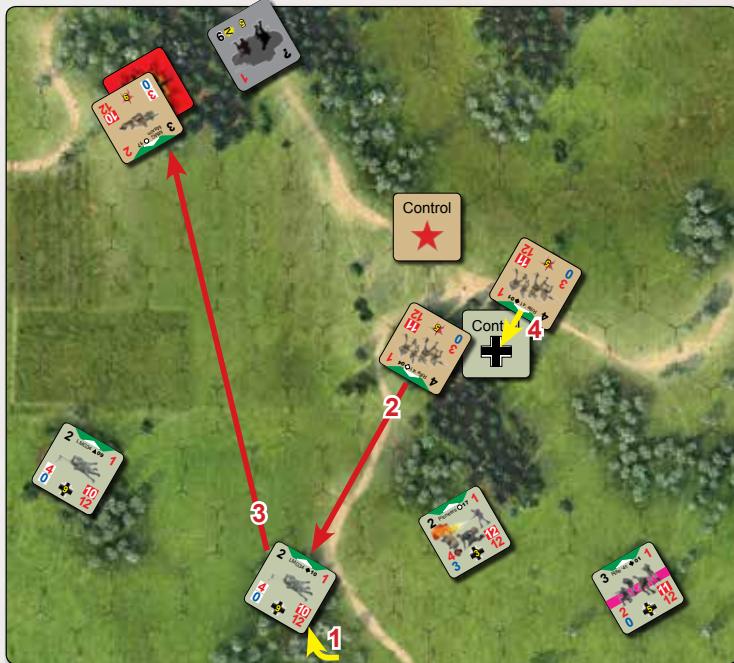
A Mission may create a unique situation that the designers did not foresee. These unique situations may on rare occasions give an order to the AI that is not in its best interest. While we encourage you to let the AI play out and hopefully surprise you with unexpected actions, feel free to allow your common sense to override an order and go on to attempt to execute the next order.

Secondly, the AI logic is very flexible. Do not worry about an order's details if you are not completely sure of how to interpret it. Again, in these cases, execute the order in what you think is the AI's best interest.

**Designer's Note:** If you have any additional questions:  
the answer is 42.

## Solo Play Example

For this example, we will be joining an in-progress game of Solo Mission 4 - Partisans. The Mission Track Marker is on Space 6.



**1) German Player turn:** He moves LMG 10 forward one hex for a cost of 1AP. The LMG must make an AP Spent Check and draws Order Card 28 which specifies that the LMG is spent if it spent ' $\geq 6$ ' APs. The LMG remains fresh and the Player's turn is over.



**2) Soviet AI turn:** The AI draws Order Card 29. Beginning with Priority Orders, there are no Units in Close Combat or in Short Range, so these are ignored.

The first Tactical Order orders the 'Unhit AI closest to the Fresh Unit that just Acted' to attack it. The Player LMG 10 just moved and is in the Fire Zone of AI Rifle 04 and AI MMG 17. The MMG is hit though, so AI Rifle 04 attacks for 4 APs, misses, and must make an AP Spent Check. Card 41 is drawn which specifies ' $\geq 1$ AP', so AI Rifle 04 is marked spent.

**3) German Player turn:** German LMG 10 attacks the hit Soviet MMG for 2APs. At this point the Hit Counter is flipped to see if the MMG receives any defensive modifiers. It is only 'Pinned' so adds no defense modifier, but the LMG still misses. The LMG makes an AP Spent Check and draws Order Card 18 which specifies ' $\geq 4$ ', so the LMG remains fresh.



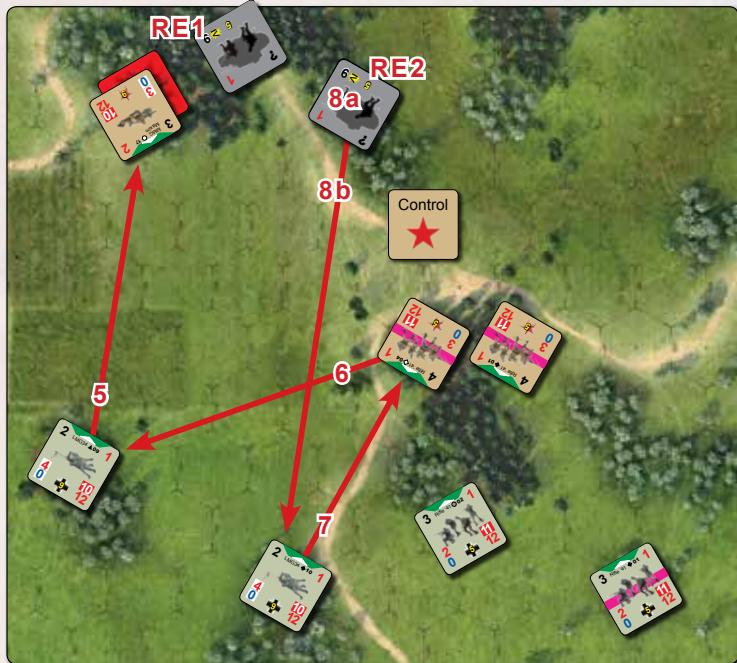
**4) Soviet AI turn:** The AI draws Order Card 12. Beginning with Priority Orders, there are no Units in CC or in Short Range.

We move on to 'Execute Counteractions' which are listed in detail next to each mission's Mission Track.

For this mission, the Counteractions order: 'AI with no Unit within 3 hexes closest to a German Control Marker > Low Risk Move towards'.

The Control Hex is in German control and AI Soviet Rifle 01 has not German Player Unit within 3 hexes, so Rifle 01 moves onto the German Control Marker for 2APs, since it moved into a woods hex. The AI makes a AP Spent Check by drawing Order Card 16 which specifies ' $\geq 2$ ', so the Rifle is marked spent.

The AI Mission Objectives state that a German Control Marker is immediately placed on hex K10, if K12 is not in an LMG Fire Zone. It is LMG 09's Fire Zone, so no German Control Marker is placed.



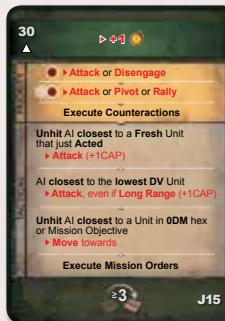
**5) German Player turn:** The German Player now attacks MMG 17 with LMG 09 for 2APs, hits and destroys it. Since an AI was destroyed, the Player draws and discards Order Cards until the first blue Command Order Card is drawn (7.3). This card is removed from the game and the Draw Deck and Discard Pile are reshuffled. The Player then draws Order Card 25 for its AP Spent Check which specifies ' $\geq 6$ ', so the LMG 09 remains fresh.



**6) Soviet AI turn:** The AI draws Command Order Card 04. All Priority Orders are ignored, since no AI are eligible to execute them. There are no Counteractions, since there are no longer any German Control Markers on the map.

The first Tactical Order states that the 'Highest AR AI closest to a Fresh Unit that just Acted > Attack (+2CAPs)'. German LMG 09 was the last to act when it destroyed the AI MMG. The only AI that can attack the LMG is spent AI Rifle 04. But even spent AI may execute these orders, since this is a blue Command Order Card. Rifle 04 attacks the LMG, misses, and does NOT make an AP Spent Check, since this was a Command Order.

**7) German Player turn:** The German Player decides to attack Soviet AI Rifle 01 with LMG 10 for 2APs and misses. The LMG makes an AP Spent Check, drawing Order Card 03 which specifies ' $\geq 1$ ', so is marked spent.



**8a) Soviet AI turn:** The AI draws Order Card 30. It specifies at the top that the Mission Track advance +1 space. The Mission Track Marker is moved from space 6 to space 7, which specifies that an RE be placed within 2 hexes of an existing RE (RE2) closest to a Unit (See Mission 4 Special Rules). The AI rolls a 1d6 for a result of '2', designating that the new RE (RE2) be placed in hex F12. But as specified in the Special Rules, hex F12 is in the open, so RE2 is placed in adjacent hex F11 which has better cover and is closer to a Unit.

**8b)** Now the AI attempts to execute an order on this same Order Card 30. All Priority Orders are ignored, since no AI are eligible to execute them. Neither fresh RE can execute Tactical Order 1,

since German LMG 10 is out of their normal range.

For Tactical Order 2, the German Player Unit with the lowest DV (DV = Defense Rating + Defense Modifier) in the Fire Zone of either RE is LMG 10, which is in light woods. The RE2 is closest to LMG 09. An attacking RE is forced to reveal itself. A counter is drawn

from the Rumored Enemy Cup. It is a No Enemy counter. Both the No Enemy Counter and RE2 are removed from the game. Since a No Enemy Counter was drawn, the AI passes and it is now the German Player's turn, and so on.

## Order Card Examples

### Unhit AI closest to a Unit or Mission Objective

► Move towards

Card 15, Tactical Order 3

Ex 01: Both Soviet AI are closer to the German Player's Control Marker (Mission Objective) than to the LMG.

The Rifle will not execute the order, since it is Hit. The SMG will move towards the German Control Marker since AI Control Markers are not considered Mission Objectives (4.1.4).



### Largest group of Mobile AIs closest to a Mission Objective or Unit

► Move towards



Card 36, Tactical Order 3

Ex 02: The largest Soviet AI group consists of the MMG and two SMGs. However, the MMG is not Mobile (5.0), since it costs 2APs to move. So each SMG is considered its own group of 1.

This makes the 2 adjacent AI Rifles the largest group of 'Mobile' AI. Since the Pioneer and the Mission Objective (Player Control Marker) are equally distant from an AI in the group, the group will move towards the Player Control Marker, since 'Mission Objective' is listed first in the order.

One of the AI Rifles moves into heavy woods, so the movement costs 2APs for the entire group. For the AP Spent Check, a ' $\geq 3$ ' is drawn, resulting in both Rifles being flipped to their spent side.

### Fresh AI < Fresh Units ► AI Passes

Card 15, Priority Order 3

Ex 03: There are 2 Fresh Soviet AIs and 2 Fresh German Player Units, so the AI does not pass. The AI proceeds to the first Tactical Order which has the SMG attack the German Rifle, which results in the SMG becoming spent.

The Player decides to pass on his turn.

The AI again draws a card with the Priority Order listed above. This time there is only 1 fresh Soviet AI which is less than the Player's 2 fresh German Units. The AI passes and the round is over, since the Player passed on his turn.

### AI in 0 DM closest to a Unit or Mission Objective

► Low Risk Move towards Cover closest to Target

Card 11, Tactical Order 2

Ex 04: The Soviet AI SMG is in an open 0 DM hex. Since the SMG is Hit, the Player reveals the Hit Counter and finds it is 'Unnerved'. If it had been a 'Pinned' or 'Stunned' Hit Counter, the AI could not have executed the order.

The closest Unit to the AI SMG is the German Rifle, which is the Target of the action. The closest cover towards the Rifle is the hex E03. Since the AI SMG will not 'Low Risk move' into a hex adjacent to a Unit, the SMG moves into hex D03.



### Hit AI in 0 DM hex closest to a Unit

► Low Risk Move towards Cover

Ex 05: Card 31, Tactical Order 1

In this example, the hit Soviet AI SMG can move because it is 'Unnerved'. The AI does not have to move towards cover closest to the Unit, but towards cover closest to itself.

The AI moves backwards into hex E04 at a cost of 2APs (+1AP for moving backwards). The AI makes an AP Spent Check and draws a ' $\geq 3$ ', so is not spent.

### Highest AR AI closest to a Fresh Unit that just Acted

► Attack (+1CAPs)

Card 15, Tactical Order 1

Ex 06: During the Player's last turn, the Soviet Player SMG attacked, missed, and did not become spent. The German AI LMG is identified as the 'Highest AR' AI.

Since the SMG just took an action and is still 'Fresh', the AI LMG attacks the SMG adding +1 to its attack roll.



Ex 07: During the Player's last turn, the Soviet Player Rifle 10 attacked, missed, and became spent. Since the Rifle 01 that 'just Acted' is not 'Fresh', this order can not be executed and the AI moves on to Tactical Order 2 which says:

AI closest to a Fresh Unit

► Attack

The German AI Rifle 01 is closest to the fresh Soviet SMG 13 and attacks.

Ex 08: The Player passed during his last turn. Since no Unit took an action during the Player's last turn, the AI can not execute this order and moves down to the next Tactical Order.

## Highest AR AI farthest from the highest AR Unit

►Attack (+1CAPs)

Card 14, Tactical Order 3

Ex 09: The Soviet AI SMG 13 has the 'highest AR'. The highest AR Unit on the map is German HMG 19, but the AI SMG 13 cannot see it. It instead attacks the 'highest AR' Unit in its Fire Zone, which is the German LMG 09.

Ex 10: The Soviet AI SMG 13 is spent in this example. Since this is not a Command Order, the AI can not use the spent SMG, so uses the next 'highest AR' AI that is fresh - namely the AI Soviet Rifle 01. The AI Rifle 01 attacks the German HMG 19, which is the 'highest AR' Unit, adding +1 to the attack roll for the '+1CAPs'.



## AI Mortar or Inf Gun farthest from the lowest DV Unit

►Attack



Card 41, Tactical Order 1

Ex 11: The German AI 7,5 Inf Gun 26 has all Soviet Units in its Fire Zone, of which the Soviet SMG Rifles 13 has the lowest DV - it is in the open, has a **flank 11 DV**, and is 4 **hexes** away.

The German AI Mortar also has all Soviet Units in its Fire Zone, all of which have **11 DVs**, since Mortars always execute attacks against the flank DV of Units. The closest of these Targets to the Mortar is the Soviet NKVD 20, which is **5 hexes** away.

The Mortar is 'farther from its closest eligible Target' (5.0.1) than the 7,5 Inf Gun. So the German AI Mortar attacks the Soviet NKVD Unit.

## AI closest to the lowest DV, Fresh Unit

►Attack (+1CAPs)

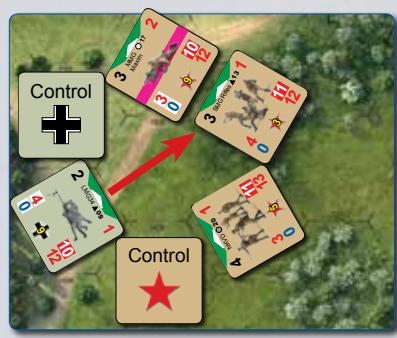
Card 16, Tactical Order 2

Ex 12: The German AI LMG 09 is equally distant from each Soviet Player Unit.

The Soviet MMG has the lowest 10 DV, but is not Fresh.

The NKVD 20 has a 13 DV. The SMG 13 also has a 13 DV (12 DR + 1 DM for the light woods).

Target Hierarchy (5.1.2) dictates that the AI LMG 09 attack the SMG 13, since it has a higher AR than the NKVD 20.



## Highest AR AI farthest from the lowest DV Unit

►Attack, even if Long Range (+2CAPs)

Card 06, Tactical Order 1

Ex 13: The Soviet AI SMG 16 would usually execute the order, because it has the highest AR. However, it would attack long range, so its AR is reduced from 4 AR to 2 AR (7.7.1 AtB).

The Rifle has a 3 AR, so it will attack. The AI rolls an 8 for an Attack Value of 13 (3 AR + 8 2D6 roll + 2CAPs = 13). This hits the German Rifle, which must draw a Hit Counter.



## AI closest to a Unit ►Attack

Card 22, Tactical Order 3

Ex 14: Normally, the closer German AI Rifle would attack the adjacent Soviet Tank Unit with a short range Priority Order. However, the Rifle would need to roll an 12 on its attack roll to hit the BT-7 Tank (Tank's blue 15DV - 3AV Rifle's blue close range bonus = 12 needed attack roll).

This makes the Rifle ineligible to attack (5.1).



The AI PzIIIh is the next closest eligible AI and needs only a 7 attack roll to hit (15 blue DV - 8 blue AR).

## Highest AR AI closest to a Unit ►Attack

Card 35, Tactical Order 3

Ex 15: The German AI Tank has the highest AR with its **blue 5 AR**. It will target the Soviet Tank since it is the closest Unit with a matching **blue** defense. The German Tank rolls a 11 resulting in a 16 attack value. The Player draws a 'Destroyed' hit marker, so the Soviet Tank is removed.

The Player chooses to pass on his turn.



Ex 16: On the AI's next turn, it draws an Order Card with the exact same order. The Soviet Rifle Unit with a **red 12 DR** is the only eligible Target, since the Soviet tank was destroyed. The AI LMG has the higher **red 4 AR**, so it will attack the Rifle Unit.

### Unhit AI farthest from an Unhit, Fresh Unit

► Attack (+2CAPs)



### Card 03, Tactical Order 2

Ex 17: The above order is on a Command Order Card and can be executed by any Fresh or Spent AI Rumored Enemy (RE) without the need for an AP Spent Check. All RE are 'Unhit'. The German Rifle is hit, so it is not an eligible Target.

The closest 'Unhit' and 'Fresh' Unit from each RE is the Pioneer. RE 3, at 6 hexes, is the farthest from the Pioneer, but with a 5 range is not eligible. This makes RE 2 the farthest eligible AI from the Pioneer. Note: RE have no facing, so have a 360° Arc of Fire.

The Player draws an Soviet AI SMG from the draw cup, placing the SMG on its Spent side facing the German Rifle. Note: Now the RE is confirmed to be real and the AI has a facing.

The AI would attempt to attack if it could, but the SMG only has a range of 3. Since the order does not specify long range (5.1), the SMG does not attack and the AI passes (6.2.1).

On the Player's turn, the German LMG 09 attacks RE1 in light woods. The Player rolls 2d6 for a 10, which is higher than the 9 needed to reveal the RE (6.2). The Player pulls an Soviet AI MMG and places it on its fresh side facing the German Rifle. The Player then determines if the 10 he rolled hits the AI MMG. He has a 14 AV (10 die roll + 4 AR). The MMG is in light woods so has a 13 DV (12 DR + 1 light woods DM). The 14 AV > 13 DV and the MMG is hit.

If the Player had not rolled a 9 or greater, the RE would not have been revealed, but the LMG would still have had to make an AP Spent Check for the attack against the RE.

### AI closest to a Unit or Mission Objective

► Low Risk Move towards

### Card 02, Tactical Order 3

Ex 18: The Soviet AI MMG wants to Low Risk move towards the Rifle. However it is in cover and all of the hexes closer to the Rifle have a 0 DM and would place the MMG next to the German.

The MMG also will not move backwards into hexes K08 or L09, even though these hexes is out of the German Rifle's LOS, because that movement is not towards the Rifle Unit. The AI MMG can increase its DR by pivoting towards the Rifle, so that it is not flanked.

The MMG pivots for 1AP, randomly facing hex J09 or J10. The AI makes an AP spent check, since this order was not a Command Order.



### Highest AR AI closest to the lowest DV Unit

► Attack, even if Long Range (+1CAP)

### Card 29, Tactical Order 2

Ex 19: Both the German AI ATG and AI PzIII Tank have an unmodified 5AR. However, the ATG is on a L2 hill, higher than the Soviet T-26 Tank, and so receives a +1AR bonus (11.2 AtB). Even though the German Tank can attack the Soviet Tank's lower DV Flank, highest AR is listed first in the order. So the AI ATG has priority and attacks the Soviet T-26 Tank.



### Largest group of AIs closest to a Mission Objective or Unit

► Low Risk Move towards

### Card 43, Tactical Order 3

Ex 20: The Soviet AI RE1, RE2, and Rifle 01 are fresh and eligible to move. RE1 will move into hex E11, adjacent to the German LMG, because it is outside of the LMG's Fire Zone (5.3.1). Since RE1 moved into an open hex in the LOS of the LMG, it is revealed. The Player draws a 'No Enemy' counter from the Rumored Draw Cup, which is discarded, and the RE1 counter is removed from the game.



RE 2 will not move towards the LMG into hex E13 because the hex is in the German LMG's Short Range Fire Zone. It will instead move into the hex RE 1 just left, which does not change its distance to the LMG, but does place it in the LMG's flank. RE 2 is not revealed, since it remained in cover. The Soviet AI Rifle is in a 0DM hex and in the German LMG's Fire Zone, so moves forward into heavy woods and out of the German LMG's Fire Zone. Since this was not a Command Order, all of the AIs must make a AP Spent Check. A card with a ' $\geq 2$ ' is drawn, which causes both remaining Soviet AI to become spent.

### Hit, in-Fire Zone, highest AR AI closest to Unit

► Auto Rally

### Card 03, Tactical Order 3

Ex 21: The German AI PzIIIE has the higher AR, but it is not in the Soviet ATG's Fire Zone. The AI PzIIIE is in its Fire Zone, so Auto Rallies. The Hit Counter is removed from the AI PzIIIE without the need to make a rally roll. If the Soviet ATG had both Germans in its Fire Zone, then the higher AR PzIIIE would have rallied.



### AI closest to a Target

► Low Risk Move towards

### Card 22, Tactical Order 1

Ex 22: The Soviet AI Tank can move 2 hexes in the open. The AI looks for a low risk hex (5.3.1) within 2 hexes that is closest to the German Tank. This would normally be Hex I11, but the German Tank has a 360° AoF.



Even though the AI Tank can not move closer to the Unit, it will still attempt to move into the Unit's Flank (5.3). It moves along the 'Ex1' path into hex I12.

Ex 23: If the above Order had been a regular Move order, instead of a Low Risk Move, then the Soviet AI Tank could move into hex I11, since it would attempt to flank a Unit before going into Close Combat with it (5.3.1).

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## Online Living Rules and Q&A

The latest rules version, video rules, Q&A, additional free Missions, and much more can be found online at:

[www.AcademyGames.com](http://www.AcademyGames.com)

Online forums for quick answers about the AtB Solo Expansion:

[boardgamegeek.com/boardgameexpansion/142585](http://boardgamegeek.com/boardgameexpansion/142585) or [facebook.com/AcademyGames](https://facebook.com/AcademyGames)

## Definitions

**AI** - The AI's (Artificial Intelligence's) forces, such as AI Infantry, Tanks, etc.

**Disengage** - An AI in Close Combat will low risk move out of the hex.

**Eligible** - A Fresh AI that can execute an order, or a Fresh/Spent AI that can execute a Command Order (blue card).

**Fire Zone (FZ)** - Hexes in a unit's LOS, Arc of Fire, and Normal Range.

**Mission Objective** - Control Markers that are controlled by the Player (player side up). Some Missions also specify additional Mission Objectives, such as board edges, map hexes, vehicles, etc.

**Mobile** - Foot or Vehicle that has a 1AP movement cost printed on their counter.

**Low Risk Move** - Extra movement restrictions (5.3.1) in addition to the AI's normal movement rules (5.3).

**Target** - A Unit or Mission Objective.

**Units** - The Player's units, such as Player Infantry, Tanks, etc.

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## Abbreviations

<b>1D6</b>	1 Six-sided Die	<b>CAPs</b>	Command Action Points	<b>L2</b>	Level 2 Hill
<b>2D6</b>	2 Six-sided Dice	<b>CC</b>	Close Combat	<b>LMG</b>	Light Machine Gun
<b>42</b>	Answer to Life & Everything	<b>CoH</b>	Conflict of Heroes	<b>LOS</b>	Line of Sight
<b>AI</b>	Artificial Intelligence	<b>DM</b>	Defense Modifier	<b>MG</b>	Machine Gun
<b>AoF</b>	Arc of Fire	<b>DR</b>	Defense Rating	<b>MMG</b>	Medium Machine Gun
<b>APs</b>	Action Points	<b>DV</b>	Defense Value	<b>Pz</b>	Panzer (German tank)
<b>AR</b>	Attack Rating (Firepower)	(DV = DR + DM)		<b>RE</b>	Rumored Enemy
<b>AV</b>	Attack Value	<b>HMG</b>	Heavy Machine Gun	<b>SMG</b>	Sub-Machine Gun
	(AV = AR + 2D6 + CAPs)	<b>KIA</b>	Killed in Action	<b>VP</b>	Victory Point